Bloodwych

LEVEL SIX

- Trader
- Enemy with Armour
- Enemy with Weapon
- Enemy with Armour & Weapon
- Enemy with Health/Coins/Common Keys
- Enemy with Armour, Weapon, and Health/ Coins/Common Keys
- x2 Group of 2 Enemies
- x3 Group of 3 Enemies
- x4 Group of 4 Enemies

- Unlocked Gate
- Locked Gate (Requires Common Key)
- Locked Gate (Requires Special Key of Same Colour)
- Special Key
- Special Gate (Requires Floor/Wall Switch)

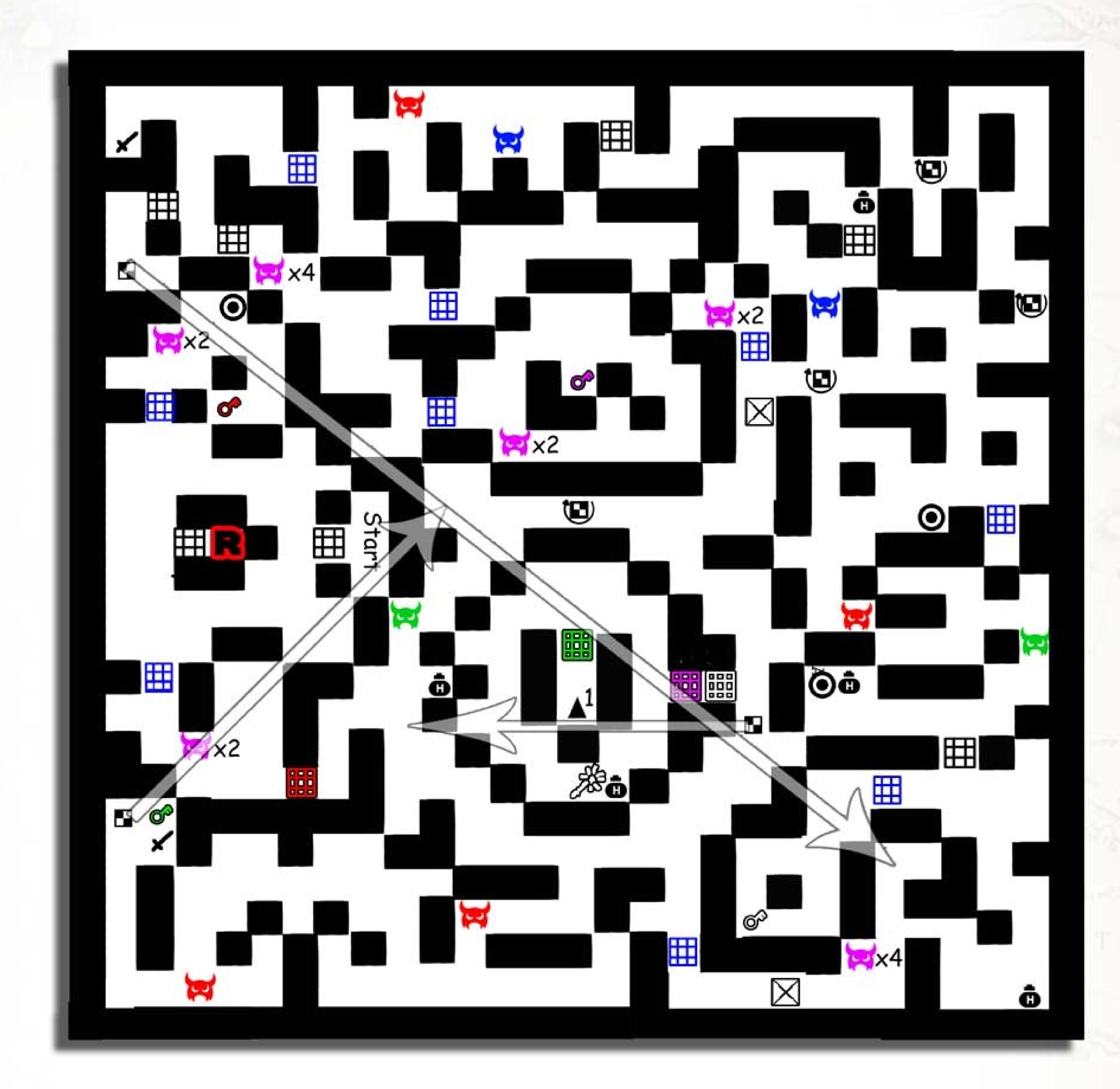
- Wall Switch with corresponding Fake Wall

- ▲1 ▼1 Ladder Up and corresponding Ladder Down

- A A Hole in Floor with corresponding Hole in Ceiling

- Floor Switch (Some are invisible)
- Regeneration Room
- "Spinner" Floor Switch (Spins player either 180 degrees or randomly)

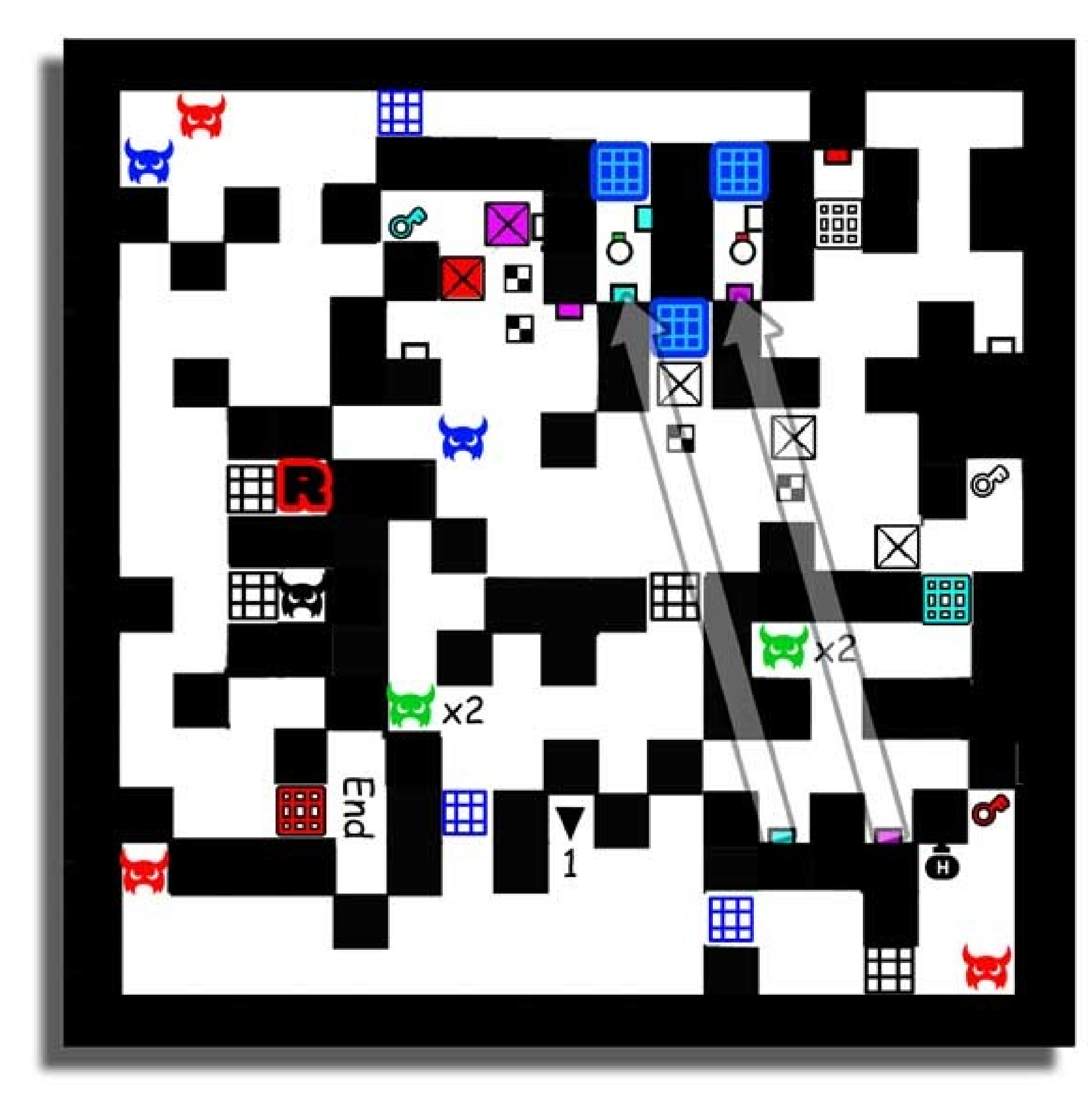
- Coins/Common Keys
- Shield/Armour
- Weapon/Ammo
- Health (Food/Drink/N'egg/Potion)
- Gem
- Wand
- Ring



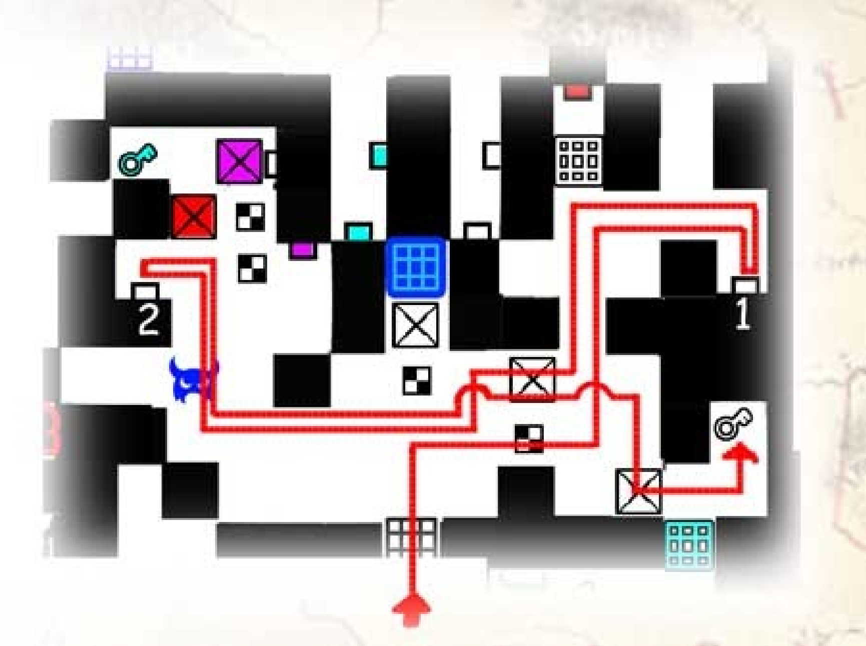
This floor is fairly straight-forward. Make an assassin your leader, and you can see the fake walls that you can walk through.

There are a few spinners here and there, and a few invisible teleporter pads that will transport you to the squares indicated by the arrows. These teleporters only work one-way, BTW.

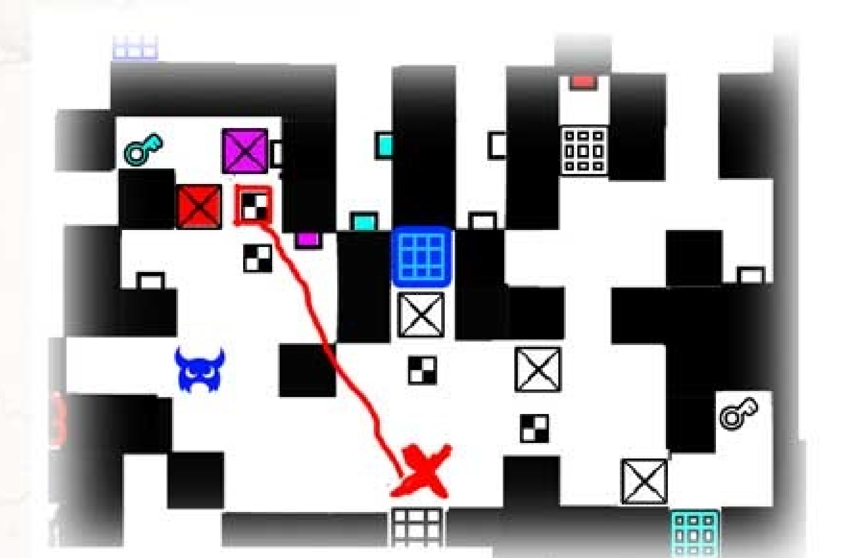
The upper-most left teleporter guards an empty square, so don't waste your time trying to create "Formwalls" at the destination point to see what the mysery square contains (like I did).



Right. This floor has been a challenge to map, to say the least. The main section containing all the switches is quite complicated to illustrate, so I will begin by saying that the wall switches deactivate fake walls, and the floor switches, with the exception of one teleporter pad, will RE-activate the fake walls. To make matters even more confusing, there are three white wall switches in the same room. So. The two illustrations below will each show half of the route...it has to be spit up, otherwise it will get really confusing. Follow the route, activating the switches marked 1 and 2 as you go; you will have deactivated the two fake walls that the path takes you through. Then pick up the Chaos key.



A couple of other things worth mentioning.. the teleporter pad takes you to the square marked X. There is also a floor switch in the centre of the map below, which, when stood upon, activates a fake wall in front of you, blocking you from reaching a "special" gate. The final white switch, hidden by the purple fake wall, deactivates this fake wall, and requires two players to do so (one on the floor switch, one at the wall switch), but I don't know how to open the special gate...any ideas?



Once you have the Chaos Key, follow the route below...you should unlock the Chaos gate, activate the red switch, which will in turn deactivate the red fake wall. Follow the route, pressing the purple switch en route, which wil deactivate another fake wall, one that guards the third and final white wall switch. Grab the Moon Key, and follow the route to safely unlock the Moon gate (Past this gate you'll find another set of teleporting wall switches to use the Tan and Bluish Gems on).

